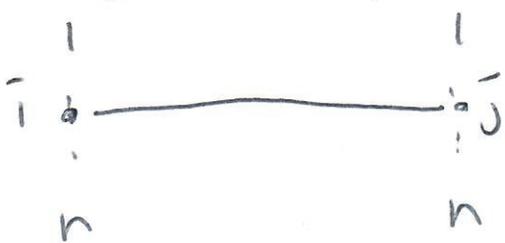


Abstractly

(2)

People

Task



weight = w_{ij}

utility of matching $i \rightarrow j$ task

Let $x_{ij} = \begin{cases} 1 & \text{if match } i \leftrightarrow j \\ 0 & \text{otherwise} \end{cases}$

maximize $\sum_{i,j} w_{ij} x_{ij}$ s.t.

i stick figure: $x_{i1} + x_{i2} + \dots + x_{in} = 1$ (i-th person does one task)

$x_{1j} + x_{2j} + \dots + x_{nj} = 1$ (j-th task done by one person)

and $x_{ij} \geq 0$ and x_{ij} integers (so $x_{ij} = 0, 1$)

e.g. 1 stick figure $\frac{10}{7}$ SD 1 max $10x_{11} + 7x_{12} + 9x_{21} + 6x_{22}$

2 stick figure $\frac{9}{6}$ DA 2

s.t. $x_{11} + x_{12} = 1, x_{11} + x_{21} = 1$

$x_{21} + x_{22} = 1, x_{12} + x_{22} = 1$

$x_{11}, x_{12}, x_{21}, x_{22} \geq 0, (\cancel{x_{ij} \text{ integers}})$

relaxation

Optimal

$x_{11} = x_{22} = 1, x_{12} = x_{21} = 0, \text{obj} = 16$

$x_{11} = x_{22} = 0, x_{12} = x_{21} = 1, \text{obj} = 16$

$x_{11} = x_{22} = 7/9, x_{12} = x_{21} = 2/9, \text{obj} = 16$

Why does the simplex find integer solutions?

Short Answer: Total Unimodularity

Longer Answer ---

Review Revised Simplex Formulas:

(3)

$$\max \vec{c}^T \vec{x} \text{ (unimodular) s.t.}$$

$$A\vec{x} \leq \vec{b}, \vec{x} \geq 0.$$

$$\leadsto \vec{x}_{\text{slack}} = \vec{b} - A\vec{x}_{\text{dec}}$$

$$A\vec{x}_{\text{dec}} + \vec{x}_{\text{slack}} = \vec{b}$$

$$\boxed{[A \mid I]} \begin{bmatrix} \vec{x}_{\text{dec}} \\ \vec{x}_{\text{slack}} \end{bmatrix} = \vec{b}$$

Say we reorder \vec{x} components into \vec{x}_{basic} , $\vec{x}_{\text{non-basic}}$

$$\rightarrow [A \text{ big}] \begin{bmatrix} \vec{x}_{\text{basic}} \\ \vec{x}_{\text{non-basic}} \end{bmatrix} = \vec{b}$$

$$= A_B \vec{x}_B + A_N \vec{x}_N$$

$$\Rightarrow A_B \vec{x}_B = \vec{b} - A_N \vec{x}_N$$

$$\boxed{\vec{x}_B = A_B^{-1} (\vec{b} - A_N \vec{x}_N)}$$

Claim: For some LP's, some A's, A_B^{-1} will always be integral

To be continued...